1. What are salient boundaries and conflicts in data analytics and how are they resolved?	Data analytics refers to the extraction of meaningful insights from all sorts of data to enable better decision-making. It is already a major source of competitive advantage and facing the ever-increasing availability of (big) data, data analytics is expected to be one of the most important firm capabilities in the future. Insights from practice show that data analytics does not only involve a small number of data scientists anymore but efforts from many employees across function, hierarchy, or location are required. This gives rise to feelings of belongingness among employees differentiated by dimensions such as functional expertise, hierarchical position, or location. The resulting boundaries between groups of employees lead to intra-firm conflicts that need to be resolved if an organization wants to fully profit from data analytics. In your seminar thesis, you are asked to provide a literature review that identifies the most salient boundaries and conflicts in data analytics between organizational members as well as current or potential practices to resolve them. Good starting points for reading: Abbasi, A., Sarker, S., and Chiang, R. 2016. "Big Data Research in Information Systems: Toward an Inclusive Research Agenda," Journal of the Association for Information Systems (17:2), pp. 1–32. (https://doi.org/10.17705/1jais.00423). Levina, and Vaast. 2005. "The Emergence of Boundary Spanning Competence in Practice: Implications for Implementation and Use of Information Systems," MIS Quarterly (29:2), pp. 335–363. (https://doi.org/10.2307/25148682).	Jan Schilpp
2. Gamification in software development	On the one hand, gamification describes the use of game design elements and principles such as leaderboards or streaks in everyday tasks. They are increasingly used in our daily work life, e.g., in trainings to increase employee engagement. On the other hand, software development is a critical part in our economy today that is highly competitive and requires employees to perform on a high level. Against this backdrop, gamification elements and principles are a popular tool in software development aiming at increasing employee engagement or productivity. In your seminar thesis, you are asked to provide a literature review that identifies the most common gamification elements and principles in software development as well as their antecedents, use, and consequences. Good starting points for reading: Liu, D., Santhanam, R., and Webster, J. 2017. "Toward Meaningful Engagement: A Framework for Design and Research of Gamified Information Systems," MIS Quarterly (41:4), pp. 1011–1034. (https://doi.org/10.25300/MISQ/2017/41.4.01). Moldon, L., Strohmaier, M., and Wachs, J. 2021. "How Gamification Affects Software Developers: Cautionary Evidence from a Natural Experiment on GitHub," in 2021 IEEE/ACM 43rd International Conference on Software Engineering (ICSE), pp. 549–561. (https://doi.org/10.1109/ICSE43902.2021.00058).	Jan Schilpp

3. Theories in gamification	Gamification describes the use of game design elements and principles such as leaderboards or streaks in everyday tasks. They are increasingly used in our daily life, e.g., in job trainings to increase employee engagement or in social media to increase the number of contributions. In academic literature, gamification is investigated from diverse angles using a wide variety of theories from multiple fields including information systems, economics, or psychology. In your seminar thesis, you are asked to provide a literature review that identifies the most used and promising theories to explain different aspects related to gamification such as the effect on the individual. Good starting points for reading: Liu, D., Santhanam, R., and Webster, J. 2017. "Toward Meaningful Engagement: A Framework for Design and Research of Gamified Information Systems," Management Information Systems Quarterly (41:4), pp. 1011–1034. (https://doi.org/10.25300/MISQ/2017/41.4.01). Lowry, P. B., Petter, S., and Leimeister, J. M. 2020. "Desperately Seeking the Artefacts and the Foundations of Native Theory in Gamification Research: Why Information Systems Researchers Can Play a Legitimate Role in This Discourse and How They Can Better Contribute," European Journal of Information Systems (29:6), pp. 609–620. (https://doi.org/10.1080/0960085X.2020.1841574).	Jan Schilpp
4. Web users' interaction with Privacy Policies	Privacy policies are the usual "fair warning and implicit consent" way of communicating what happens to the data of a website visitor. Yet, privacy policies are widely recognized to be deeply flawed at actually informing users about the appropriation of their data. People don't read them (Obar & Oeldorf-Hirsch, 2020) and if they attempt to, they often find them difficult to read (Ermakova et al., 2014, 2015) In your seminar, you should provide an interdisciplinary literature review about how web users interact with privacy policies. Ermakova, T., Baumann, A., Fabian, B., & Krasnova, H. (2014). Privacy Policies and Users' Trust: Does Readability Matter? *AMCIS 2014 Proceedings*, 1–12. Ermakova, T., Fabian, B., & Babina, E. (2015). Readability of Privacy Policies of Healthcare Websites. *WI 2015 Proceedings*. Obar, J. A., & Oeldorf-Hirsch, A. (2020). The biggest lie on the Internet: ignoring the privacy policies and terms of service policies of social networking services. *Information, Communication & Society*, *23*(1), 128–147. https://doi.org/10.1080/1369118X.2018.1486870	Frederic Schlackl

5. Econometric methods in Information Systems	**Note:** For this seminar, it is recommended that you have already taken CC 503 Applied Econometrics or have other prior knowledge in econometrics. **Description:** Information systems (IS) is a multidisciplinary field, with subcommunities influenced by computer science, management, and economics. Econometric methods, stemming from economics, are the current standard way of analyzing large amounts of data to enable causal inference. In IS, they have been used to study the impacts • of Craigslist on HIV transmission (Chan & Ghose, 2014), • of Uber on drunk driving deaths (Greenwood & Wattal, 2017), • of school broadband on student grades (Belo et al., 2014), • of Google Photos on other photo apps on the PlayStore (Foerderer et al., 2018), among others. In your seminar, you should provide a descriptive review (Paré et al., 2015) of how econometric methods are used in Information Systems. This should include the method for establishing causal inference, the estimators used, use of theory, and the frequency across different journals. Belo, R., Ferreira, P., and Telang, R. 2014. "Broadband in School: Impact on Student Performance," *Management Science* (60:2), pp. 265–282. (https://doi.org/10.1287/mnsc.2013.1770). Chan, J., and Ghose, A. 2014. "Internet's Dirty Secret: Assessing the Impact of Online Intermediaries on HIV Transmission," *MIS Quarterly* (38:4), pp. 955–975. (https://doi.org/10.25300/misq/2014/38.4.01). Foerderer, J., Kude, T., Mithas, S., and Heinzl, A. 2018. "Does Platform Owner's Entry Crowd Out Innovation? Evidence from Google Photos," *Information Systems Research* (29:2), pp. 444–460. (https://doi.org/10.1287/isre.2018.0787). Greenwood, B. N., and Wattal, S. 2017. "Show Me The Way to Go Home: An Empirical Investigation of Ride-Sharing and Alcohol Related Motor Vehicle Fatalities," *MIS Quarterly* (41:1), pp. 163–187. (https://doi.org/10.1163/9789401209380_061). Paré, G., Trudel, M. C., Jaana, M., and Kitsiou, S. 2015. "Synthesizing Information Systems Knowledge: A Typology of Literature Reviews," *Information & Management* (52:2), pp. 183–199. (https://doi.org/10.1016/j.im.2014.08.008).	Frederic Schlackl

6. Stereotypes on digital platforms	90% of contributors on Wikipedia are men, whereas the gender of readers is almost equally distributed between men and women. This disparity has had negative societal implications, e.g., for the visibility of women in Wikipedia articles. Evidence of female underrepresentation has also been observed for other platforms, such as GitHub, Stack Overflow, and Uber. Indeed, prior research has found that women, as opposed to men, are more likely to experience discrimination on digital platforms, i.e., receiving lower evaluations for contributions with the same quality. In this seminar, you will conduct a simple online experiment on stereotypes on digital platform.	Dr. Florian Pethig
7. Bias in online ratings	Prior research has shown that the distribution of online ratings is biased, i.e., has a disproportional number of extreme ratings. In this seminar you will give an overview of the proposed mechanisms that lead to biased ratings and develop solutions to overcome this problem.	Dr. Florian Pethig